

## Exceptions in Ruby

The system ruby implements for exception handling is nothing short of genius. An exception in ruby is an actual object of or extended from the Exception class. An exception is thrown any time the program encounters an error, but in Ruby you can attempt to catch these errors with a **rescue** block.

If you want to raise an exception, all you need to do is use the **raise** keyword. When the condition for the raise block is met, then the code will halt and raise an exception. The code below demonstrates an example where raising an exception may be useful. Here we see that we can prevent unwanted things from happening by raising an error if certain conditions are met. The code snippet below ensures that no tacos will be eaten that aren't delicious. Instead of allowing a not-delicious taco from being eaten, we can check it's deliciousness beforehand and raise an error if the taco is not delicious.

```
1
2  def eatTaco taco
3      raise TacoError, 'Taco is not valid.' unless taco.isDelicious?
4      @numTacosEaten += 1
5  end
```

However this code does not show what to do once an exception is raised. In the code below we see that when the code is run, the output will be: "Taco Error: Taco not delicious." When you want to execute potentially exception prone code, you surround the code with a begin and rescue block. The begin designates the beginning of the exception handling. The code that could raise an exception is between begin and rescue. Then you follow that code up with rescue blocks for different kinds of exceptions that could occur. The else statement in this context is particularly useful as it can be used to catch any generic exception.

```
1  def eatFood
2
3      myTaco = Taco.new
4      myTaco.setTaste('NOT DELICIOUS')
5
6      begin
7          eatTaco myTaco
8      rescue TacoError
9          puts "Taco Error: Taco not delicious."
10     else
11         puts "Taco Error: Unknown error. Taco not safe."
12     end
13
14 end
```